16. A method according to claim 13, wherein the light emitting device is included in an electric device selected from the group consisting of a video camera, a digital camera, a goggle type display, a head mounted display, a navigation system, an audio reproducing device, a car audio, an audio component, a notebook computer, a game machine, a portable information terminal, a mobile computer, a cellular phone, a portable game machine, an electronic book, an image reproducing device, and a digital versatile disk (DVD) player.

17. A method of repairing a light emitting device comprising a step of:

applying a first voltage and a second voltage in order between an anode and a cathode of the light emitting device, thereby making a portion where a reverse-bias current flows between the anode and the cathode insulating or highly resistive, and

wherein the anode and the cathode are located in a light emitting element with a light emitting layer interposed therebetween, and

wherein the first voltage and the second voltage are reverse bias voltages of different levels.

18. A method according to claim 17, wherein the first voltage and the second voltage are within ± 15% of an avalanche voltage of the light emitting element.

19. A method according to claim 17, wherein the light emitting element is an electroluminescence element.

20. A method according to claim 17, wherein the light emitting device is included in an electric device selected from the group consisting of a video camera, a digital

camera, a goggle type display, a head mounted display, a navigation system, an audio reproducing device, a car audio, an audio component, a notebook computer, a game machine, a portable information terminal, a mobile computer, a cellular phone, a portable game machine, an electronic book, an image reproducing device, and a digital versatile disk (DVD) player.

21. A method of repairing a light emitting device comprising a step of:

gradually changing a voltage applied between an anode and an cathode of the light emitting device from a first voltage to a second voltage, thereby making a portion where a reverse-bias current flows between the anode and the cathode insulating or highly resistive,

wherein the anode and the cathode are located in a light emitting element with a light emitting layer interposed therebetween, and

wherein the first voltage and the second voltage are reverse bias voltages of different levels.

22. A method according to claim 21, wherein the first voltage and the second voltage are within ± 15% of an avalanche voltage of the light emitting element.

23. A method according to claim 21, wherein the light emitting element is an electroluminescence element.

24. A method according to claim 21, wherein the light emitting device is included in an electric device selected from the group consisting of a video camera, a digital camera, a goggle type display, a head mounted display, a navigation system, an audio

reproducing device, a car audio, an audio component, a notebook computer, a game machine, a portable information terminal, a mobile computer, a cellular phone, a portable game machine, an electronic book, an image reproducing device, and a digital versatile disk (DVD) player.

25. A method of repairing a light emitting device comprising a step of applying a first voltage and a second voltage to a light emitting element in order,

wherein the first voltage is a ground voltage while the second voltage is a reverse bias voltage.

26. A method according to claim 25, wherein the reverse bias voltage is within ± 15% of an avalanche voltage of the light emitting element.

27. A method according to claim 25, wherein the light emitting element is an electroluminescence element.

28. A method according to claim 25, wherein the light emitting device is included in an electric device selected from the group consisting of a video camera, a digital camera, a goggle type display, a head mounted display, a navigation system, an audio reproducing device, a car audio, an audio component, a notebook computer, a game machine, a portable information terminal, a mobile computer, a cellular phone, a portable game machine, an electronic book, an image reproducing device, and a digital versatile disk (DVD) player.